

Yellow Comet Mech instructions

step 1

glue

toothpick

X-Acto knife

rubber cutting mat

Yellow Comet Mech

In the 2001 Game Boy Advance Nintendo strategy game Advance Wars, Mech units can only carry three rounds at a time for their *Bazookas*.

Just like vehicles, Mech units can be re-supplied by APCs or at friendly *Bases* and *Crests*, so make sure there's always one nearby to avoid running out of ammo and having to switch to the much weaker secondary *Machine Gun* weapon!

game site: <http://www.advancemw.com/>

parts (printed on 200 gsm paper)

p. 1/1

To build your own papercraft Yellow Comet Mech unit, you don't really need many tools: glue, a sharp knife, a cutting mat, maybe a toothpick, and of course the parts! ;o)

step 2

Take your time to pre-shape part 1 as shown here, so it will be easier to glue the sides together and then close the white top.

step 3

The finished Mech unit's pants should look like this, with two holes for the legs.

step 4

part 2

part 3

part 4

Cut out and assemble parts 2-4...

step 5

parts 2-4 (R)

parts 5-7 (L)

...and then glue them together to form the right leg (the top of the shoe should be almost in one line with the lower leg!) Then do the same for parts 5-7 to form the left leg (this shoe can be at an angle with the leg like normal).

step 6

parts 2-4 (R)

parts 5-7 (L)

wait with glue?

The position of the legs will be *very* important for the balance later on, so maybe you'll want to wait with applying glue until later...?

step 7

part 8

Cut out and assemble part 8 and glue it over the pants. (even if the balance looks right now, it will change drastically when you add the Bazooka later on!)

step 8

part 10

part 9

part 11

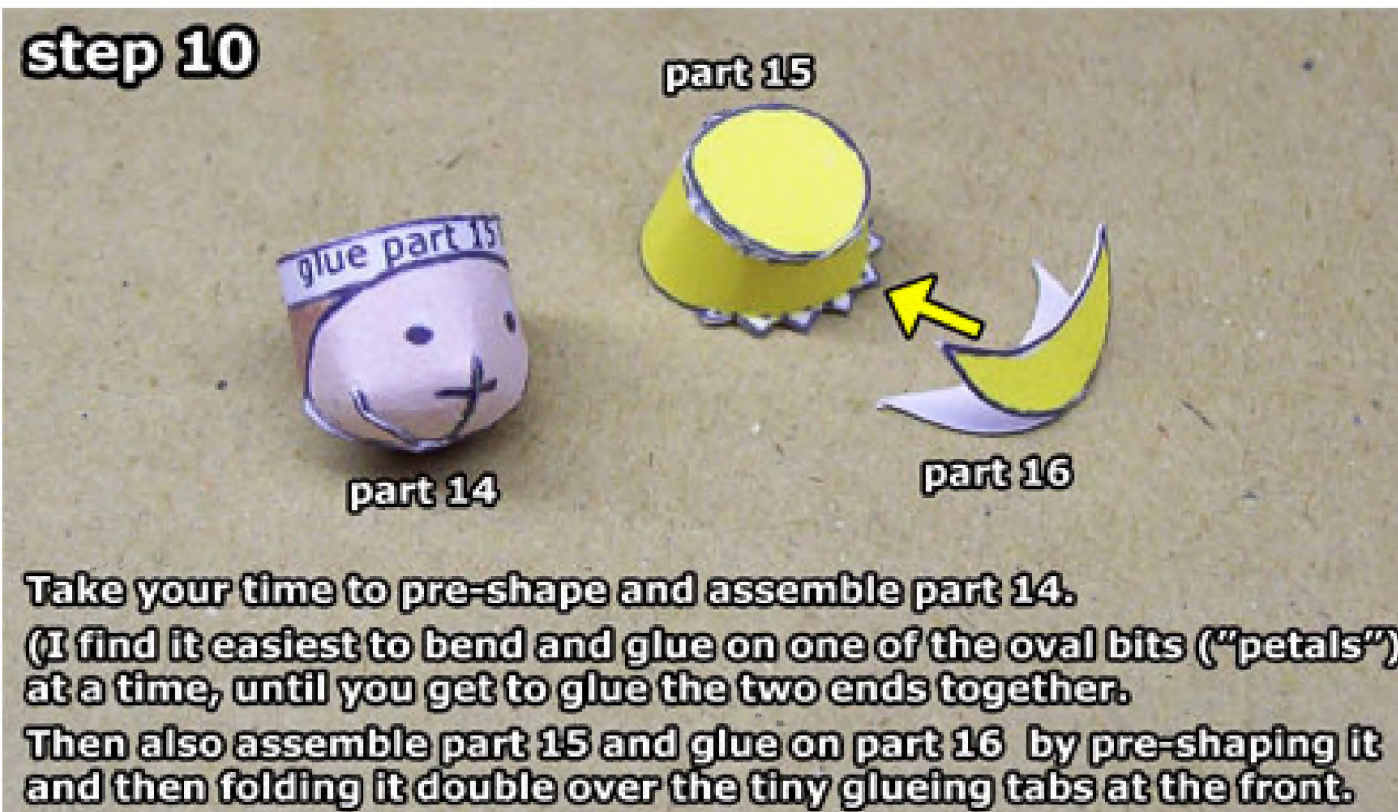
Cut out and assemble the parts to form the right arm (parts 9-11)...

step 9



...and then glue them to the torso as shown here. Do the same for the other arm (parts 12-13).

step 10



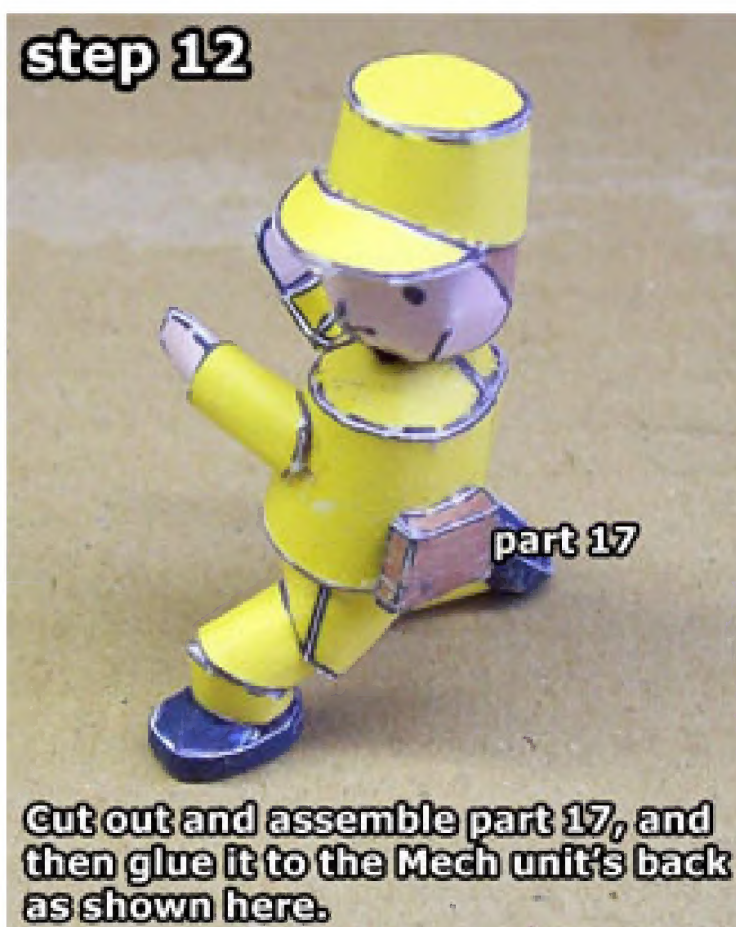
Take your time to pre-shape and assemble part 14. (I find it easiest to bend and glue on one of the oval bits ("petals") at a time, until you get to glue the two ends together. Then also assemble part 15 and glue on part 16 by pre-shaping it and then folding it double over the tiny glueing tabs at the front.

step 11



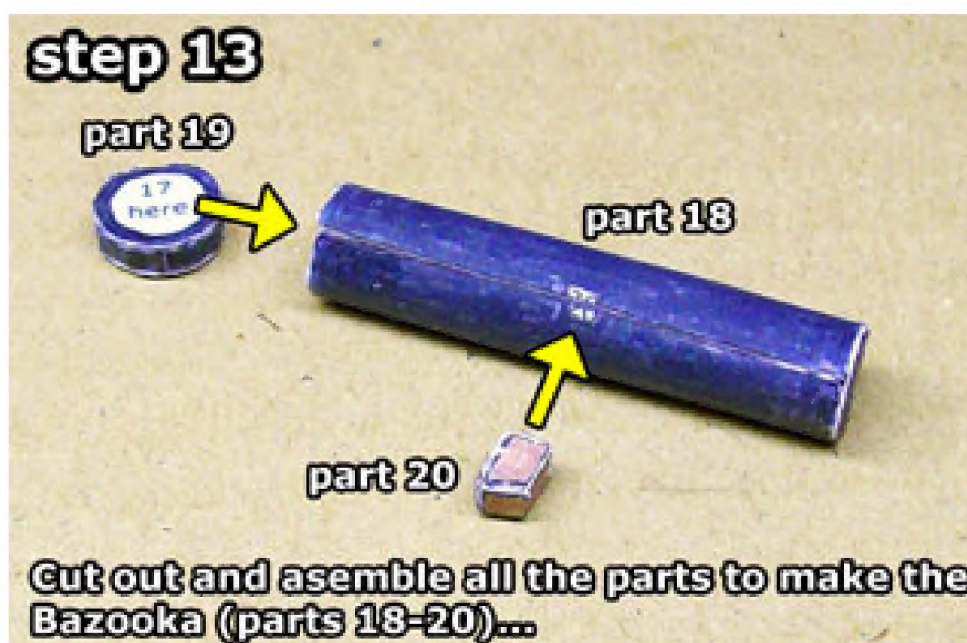
Now you can glue the head and cap on top of the body, in line with the feet (kinda sideways).

step 12



Cut out and assemble part 17, and then glue it to the Mech unit's back as shown here.

step 13



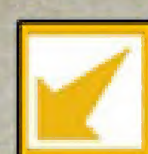
Cut out and assemble all the parts to make the Bazooka (parts 18-20)...

step 14



And then glue them together! ;o)

step 15



Yellow Comet Mech



When you place the Bazooka in the Mech unit's hands, it will most likely fall over: *gently* keep bending the legs and arms to adjust the balance (if you really can't get it right, simply glue the Mech unit to a simple stand like a piece of cardboard).

Thank you for building a Ninjatoes' papercraft model!
www.kickme.to/ninjatoes